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Amendments to the claims:

Please amend claims 47, 57, and 63 as follows. Added text is underlined and deleted text is struck through.

47. (currently amended) A computer-implemented method for helping a user learn, the method comprising:

(a) allowing the user to access materials related to a subject to be presented via presentation device, to help the user learn;

(b) retrieving, from a storage device, at least two rules from a group of rules, with at least one of the rules being about the subject, to help determine which additional materials to present to the user;

(c) determining based on the at least two rules retrieved from the storage device, the additional materials to present to the user, after the materials accessed by the user at (a) have been presented to the user; and

(d) selecting at least some of the materials accessed by the user at (a) for presentation to the user via the presentation device, for a further time so that at least the user's memory on the materials can be refreshed,

wherein (c) includes determining, by a computing device, whether the at least two rules have a conflict in view of an assessment of the user, and, if there is a conflict, resolving the conflict by generating another a new rule that is added to the group of rules to help determine the additional materials to present to the user in spite of the at least two rules having a conflict in view of an assessment of the user, the computing device being coupled to the storage device, and

wherein the at least two rules have a conflict in view of an assessment when a consequence of at least one of the at least two rules differs from the assessment.

48. (previously amended) A computer-implemented method as set forth in claim 47, wherein at (d) the selecting of at least some of the materials accessed by the user at (a) for presentation to the user for the further time occurs after the

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additional materials determined at (c) have been presented to the user.

49. (previously amended) A computer-implemented method as recited in claim 47, wherein the method further comprises having at least some of the accessed materials transmitted via a network to the presentation device to be presented to the user, and wherein the network includes a private network and a public network.

50. (previously amended) A computer-implemented method as recited in claim 47, wherein the at least some of the materials accessed by the user at (a) are selected at (d) for presentation to the user for the further time depending on a time elapsed from when the user accesses the materials at (a).

51. (original) A computer-implemented method as recited in claim 50, wherein the at least some of the materials accessed by the user at (a) can be repeatedly selected for presentation to the user, but if the time elapsed is more than a predetermined duration of time, the at least some of the materials accessed by the user at (a) are no longer selected.

52. (withdrawn) A computer-implemented method as recited in claim 47 further comprising generating materials on the subject for the user to learn.

53. (original) A computer-implemented method as recited in claim 47, wherein the at least some of the materials accessed by the user at (a) can be repeatedly selected for presentation to the user.

54. (previously amended) A computer-implemented method as recited in claim 47, wherein the additional materials determined to be presented to the user at (c), also relate to the subject.

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55. (withdrawn-previously amended) A computer-implemented method as recited in claim 47, wherein the additional materials determined to be presented to the user at (c), are determined depending on a time elapsed from when the user accesses the materials at (a).

56. (previously amended) A computer-implemented method as recited in claim 47, wherein resolving the conflict between the at least two rules involves favoring one of the at least two rules over another one of the at least two rules.

57. (currently amended) A computer readable storage medium comprising a plurality of instructions for helping a user learn, the plurality of instructions, when executed by a computing device, result in the computing device:

(a) allowing the user to access materials related to a subject to be presented via a presentation device, to help the user learn;

(b) retrieving, from a storage device, at least two rules from a group of rules to help determine which additional materials to present to the user;

(c) determining, based on at least two rules, with at least one of the rules being about the subject, retrieved from the storage device, the additional materials to present to the user, after the materials accessed by the user at (a) have been presented to the user; and

(d) selecting at least some of the materials accessed by the user at (a) for presentation to the user via the presentation device, for a further time so that at least the user's memory on the materials can be refreshed,

wherein (c) includes determining whether the at least two rules have a conflict in view of an assessment of the user, and, if there is a conflict, resolving the conflict by generating another a new rule that is added to the group of rules to help determine the additional materials to present to the user in spite of the at least two rules having a conflict in view of an assessment of the user, the computing device being coupled to the storage device, and

wherein the at least two rules have a conflict in view of an assessment when a consequence of at least one of the at least two rules differs from the

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assessment.

58. (previously amended) A computer readable storage medium as recited in claim 57, wherein the at least some of the materials accessed by the user at (a) are selected at (d) for presentation to the user for the further time depending on the time elapsed from when the user accesses the materials at (a).

59. (withdrawn-previous amended) A computer readable storage medium as recited in claim 57, wherein the plurality of instructions, when executed by the computing device, also result in the computing device generating materials on

PAGE 8/19 *RCVD AT 3/8/2011 11:50:55 AM [Eastern Standard Time]* SVR:W-PTOFAX-002/32 * DNIS:2738300 * CSID:650 961 5085 * DURATION (mm:ss):05:09

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63. (currently amended) A computer-implemented method for helping a user learn, the method comprising:

(a) allowing the user to access materials related to a subject to be presented via a presentation device, to help the user learn;

(b) retrieving, from a storage device, at least two rules from a group of rules, with at least one of the rules being about the subject, to help determine which additional materials to present to the user;

(c) determining, based on at least two rules retrieved from the storage device, the additional materials to present to the user, after the materials accessed by the user at (a) have been presented to the user, with the at least two rules having a conflict in view of an assessment of the user,

wherein (c) includes determining, by a computing device, whether the at least two rules have a conflict in view of an assessment of the user, and, if there is a conflict resolving the conflict by generating another a new rule that is added to the group of rules to help determine the additional materials to present to the user in spite of the at least two rules having a conflict in view of an assessment of the user, the computing device being coupled to the storage device, and

wherein the at least two rules have a conflict in view of an assessment when a consequence of at least one of the at least two rules differs from the assessment.

64. (previously amended) A computer-implemented method as recited in claim 63, wherein the additional materials determined to be presented to the user at (c), are determined depending on a time elapsed from when the user accesses the materials at (a).

65. (withdrawn) A computer-implemented method as recited to the claim 63 further comprising generating materials on the subject for the user to learn.

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66. (previously amended) A computer-implemented method as recited in claim 68, wherein resolving the conflict between the at least two rules involves favoring one of the at least two rules over another one of the at least two rules.

67. (withdrawn) A computer-implemented method as recited in claim 63, wherein at least some materials are selected to be presented to the user based on a comparison of an attribute of the user to a plurality of other users.

68. (previously amended) A computer-implemented method as recited in claim 68, wherein the additional materials determined to be presented to the user at (c), also relate to the subject.